

# ABSTRACT

An apparatus is provided to produce a real-time anaglyph, comprising a graphics engine, a memory and an anaglyph generator. The graphics engine provides a sync signal and generates a left eye image and a right eye image in accordance with a horizontal offset calculated from a 3D graphic animation, wherein the horizontal offset between the left and the right eye images creates illusion of depth. The left eye image and the right eye image are temporarily stored in the memory. The anaglyph generator then fetches the left eye image and the right eye image from the memory in response to the sync signal, for producing a filtered left image and a filtered right image. As such, each filtered image is respectively tinted with one of the complementary colors. By viewing through a pair of anaglyph glasses, the filtered left and the filtered right images can thus create perception of depth.